SANDY APPLE PRESS

PUBLISHED FOR

APPLE CORPS of SAN DIEGO

OCTOBER, 1989 VOLUME X, NUMBER 10

$2.00 per issue

THE MEETING: MARKET PLACE AT THE GROVE

Fwy 94 at College Ave. Community Room on the lower level, freeway side of mall. Located west of the Sears Outlet store.

REPAIRWORKS

by Leslie Bradford

If you have ever needed information quick and put an AppleWorks data disk in a drive and watched in horror as that infamous Appleworks greeting "Getting errors trying to read directory at Disk 1 (Slot 6)" flashes on the screen, fear no more, as the remedy may be at hand. There is a way to prevent your head swimming and your stomach doing double flips. I have had that sinking feeling more than once and do not need that knot in my stomach ever again. The remedy is from Quality Computers. They a wonderful new product that

CONT PAGE 4 COL 1

HIGHLIGHTS: OCTOBER MEETING: ** 28 OCTOBER 1989 **

This will be a:
THIRD PARTY SOFTWARE MEETING

Topic: BEAGLE BROS PRODUCTS

Guest Speaker:
BEAGEL BROS

PLUS OUR REGULAR MENU

- **Announcements**
- **Question & Answer Time**
- **Impromptu last minute speakers and information**
- **Consignment Table: A new way to sell your "experienced" computer equipment and benefit the Apple Corps.**

FEATURES

RepairWorks
Leslie Bradford..... 1
Easysoft
Michael Phelps..... 3
Survey
Editor..... 6
Apple Developers
Editor..... 6
State of the Apple II
Editor..... 7
GS Upgrade..... 7
Practical Solution..... 8
AppleWorks 3.0..... 10
Mathsoft
Michael Phelps..... 12

DEPARTMENTS

Help line..... 4

Editor's Comments..... 5

Classifieds..... 11

Meetings..... 12

Library disks..... 12

Directory of Services..... 15

Membership..... 16

APPLE CORPS OF SAN DIEGO

PRESIDENT	-TOM KASNER	693-0331
VICE PRESIDENT	-LYNN STEWART	464-6777
TREASURER	-JIM HOLODNAK	421-1029
SECRETARY	-DON ROBINSON	435-8499
DISK LIBRARIAN	-GEORGE PUGH	272-3386
SAP EDITOR	-LESLIE BRADFORD	449-5488
SAP ASST-EDITOR	-GLENN RUSSELL	583-9797
SAP ASST-EDITOR	-VERA MIZELL	279-1469
DIRECTOR	-BERT WILLS	728-8973

ADVERTISEMENTS AND ARTICLES

We encourage you to send articles or advertisements for the SAP. Items received before the Second Tuesday of the month will be included in that month's issue. Monthly commercial advertising rates have been reduced to:

- **Full Page $25.00**
- **Half Page $15.00**
- **Quarter Page $10.00**
- **Business Card Size $5.00**

Send ads or articles to:
Leslie Bradford, Editor
9772 Abbeyfield Rd.
Santee, CA 92071 **Phone: (619) 449-5488**

USER GPOUP

C-O-N-N-E-C-T-I-O-N

DISCLAMER

All articles are the opinions of the Author(s) and not necessaryily those of the Apple Corps of San Diego. The "Sandy Apple Press" is an independent publication not affiliated or otherwise associated with or sponsored or sanctioned by Apple Computer, Inc. The opinions, statements, positions and views stated herin are those of the author(s) or publishers and are not intended to be the opinions, statements, positions or views of Apple Computer , Inc. The Apple Corps of San Diego and the authors, assume no responsibility or liablilty for the accuracy of any information supplied or any loss or damage which may arise or result from errors or omissions. Permission to copy or reprint is granted to other user groups and non-profit organizations for their use.

Easysoft

by Michael Phelps

And yet another Applesoft column I have devoted to making life easier for the user of the program. It is very easy to use menus, but it is very difficult for the beginning or intermediate Applesoft programmer to program menus. Here is a simple subroutine that takes the sting out of using menus:

```
49999 Rem ***Menu Subroutine***
50000 Text:Home:Print chr$(4);"pr#3":Print
      chr$(17):ESC=0
50001 For T=1 to Number:Vtab T:Htab 1:Print
      Item$(T):Next:Inverse:Vtab 1:Htab1:Print
      Item$(1);:Normal:VP=1
50002 Wait 49152,128:Key=Peek(49152):Poke 49168,0:
50003 If Key=138 and VP<Number then Vtab VP:Htab
      1:Print Item$(VP); :VP=VP+1: Inverse:Vtab
      VP:Htab 1:Print Item$(VP);:Normal:Goto 50002
50004 If Key=139 and VP>1 then Vtab VP:Htab 1:Print
      Item$(VP);:VP=VP-1:Inverse:Vtab VP:Htab1:
      Print Item$(VP);:Normal:Goto 50002
50005 If Key=138 and VP=Number then Vtab VP:Htab1:
      Print Item$(VP); :Inverse: VP=1:Vtab VP:Htab1:
      Print Item$(VP);:Normal:goto 50002
50006 If Key=139 and VP=1 then Vtab VP:Htab1:Print
      Item$(VP); :Inverse:VP=Number:VtabVP:
      Htab1:Print Item$(VP);:Normal:Goto 50002
50007 If Key=155 then ESC=1:Return
50008 If Key=141 then Selected=VP:Return
50009 Goto 50002
```

This subroutine starts off by clearing the screen and making sure it's in text mode, and then activates the alternate character set on your computer (to allow for inverse lowercase letters) and sets the screen to 40 columns. (If you like, you can set the number of columns to 80 by using chr$(18) instead of chr$(17).) Then the subroutine displays all choices and highlights the first one. Notice the variable VP being set equal to 1. This is a very important variable, as it keeps track of both the vertical position of the cursor and the currently highlighted option. For example, if the third option is currently highlighted, VP is equal to three, the cursor is on row three, and option number three is highlighted.

Next comes the line that actually gets the keypress. The Wait 49152,128 in line 50002 waits until the memory location 49152, the keyboard-reading address, is greater than or equal to 128, which means that a key is pressed. If the value in 49152 is greater than or equal to 128, the key's ASCII code can be found by subtracting 128 from the value. The variable KEY is then set to the value in 49152 and the keyboard is cleared with the POKE to 49168.

The four following lines determine what action to take on the up- and down-arrow keys. If the up-arrow key is pressed (KEY=139) and the topmost option is not already highlighted, the subroutine highlights the option above the currently selected option. If the down-arrow key is pressed (KEY=138) and the bottom option is not already highlighted, the next lower option is highlighted.

If, however, the up-arrow key is pressed with the top option highlighted, the bottom option becomes highlighted. Similarly, if the down-arrow key is pressed with the bottom option highlighted, the top option becomes highlighted.

Line 50007 checks to see if the ESCAPE key was pressed (KEY=155) and, if so, sets the variable ESC to 1 and returns to the point in the program where the subroutine was called. This lets the program know if the user pressed the ESCAPE key. (If you want to deactivate the ESCAPE key, simply delete line 50007.) Line 50008 checks for the RETURN key. If RETURN is pressed, the current value of VP is returned through the variable SELECTED. If no legitimate keys are pressed, the subroutine ignores the keypress and waits for another.

Your main program makes calls to the subroutine by setting the variable NUMBER to the number of items in the menu, sets the array ITEM$ to each option, and GOSUBs 50000. For example, to have the user select from three choices, A, B, and C, set NUMBER to 3, ITEM$(1) to "A", ITEM$(2) to "B", and ITEM$(3) to "C", and GOSUB 50000.

Next month look out for a more flexible menu that can, among other things, be placed anywhere on the screen.

EACH FIRST TIME GUEST WHO SIGNS UP AT THE MEETING WILL RECEIVE 2 DISKS OF THEIR CHOICE FROM THE ACSD LIBRARY.

(Cont from Page 1)

will repair most apple files or at least fix them well enough for you to recover your valuable data.

RepairWorks is not copy protected and can be used from any drive, including a hard drive. It's menu driven and for a first time user it is very simple to master. It does require a minimum of 128K of memory and two disk drives. The manual is just a few pages long, gives all the basic instructions and assumes that you are familiar with Appleworks and its files.

The first screen is the main menu where you can select to:

1. Repair a file
   (the heart of the program)
2. Catalog a disk/path
   (shows AppleWorks and text files)
3. Printer configuration
(configuration for the ImageWriter II)
4. Exit

You have a choice of repairing the files as (APW) or ASCII (text) files. Both options can be used depending on how badly the file is damaged. Selecting ASCII for badly damaged files is recommended.

From the Main Menu "Repair a file", the next screen is the SELECT FILE menu. You are shown all volumes on line. Simply use the arrow keys, select your disk and press return. You have a choice of slots and ProDOS Paths. The next menu shows you a list of your files, simply highlight and select the damaged file. The next screen is the DAMAGE CONTROL screen, and has some important information. The lower portion of the screen provides you with several options:

1. Create a new AppleWorks file
2. Change APW file to Text.

Upon your choice you are prompted for a new file name or you may use the default name. Next you are asked if you want to create the new file in the same ProDOS directory. It may be wise to have the file put on a new disk (assuming a bad disk). If you choose to create the new file in the same directory you will be asked if you want to destroy the old file. Yes, destroys the old file, No takes you back to the menu to select a new file name.

Once this is done RepairWorks goes to work repairing your precious files. A screen readout shows which block is being repaired. If an area is bad or missing a series of asterisks will appear. After the file is repaired, the screen will give you the file name and other vital file information. For the most part RepairWorks tries to maintain you old formatting, there is a limit that even this program can handle. You are encouraged to carefully inspect the repaired file for formatting.

RepairWorks is highly a recommended product....

RepairWorks also repairs data base files and converts them to an ASCII Text file. It also tries to recover the category names. It will not recover record layout, selection rules, or report formats.

Damaged directories are beyond the scope of this program, and ProSEL, Bag of Tricks, and the National AppleWorks User's Group (NAUG) are recommended sources for further help.

This is highly recommended product that will save your files.

Quality Computer
15102 Charlevoix
Grosse Pointe, MI 48230
1-800443-6697

Help Line

The following persons have volunteered to help in the various areas of computing. This list is far from complete, and I am hoping to hear from more of you who would also like to assist in this way. Do not think that you have to be an expert to be on this list. We want people who are willing to help. Remember that by helping, you will learn, too. Call the editor to have your name placed here.

TOM KASNER---SYSTEM AND APPLEWORKS----693-0331

RICHARD TROVATO--ProSel & Beagle (TimeOut) ----426-6150

STEVE LACE---APPLE IIGS AND MODEMS---583-7171

LESLIE BRADFORD--APPLE IIGS, MODEMS, APPLEWORKS--449-5488

DON ROBINSON---APPLEWORKS---435-8499

KATHY HOBEL---PRINT SHOP---583-9318

DORIS KUKUK---GENEALOGY SOFTWARE ---469-2582

LYNN STEWART--- EDUCATIONAL SOFTWARE---464-6777

JIM HOLODNAK---ACCOUNTING----421-1029

------MACROS-------CROSSWORD PUZZLES-----CREATIVE WRITING---etc.

FROM THE EDITOR

by Leslie Bradford

Halloween time already!! The next major event is our **swap meet.** We have schedualed it for the 18th of November. This is the time to bring all of your unused computer items that need new homes. Someone has a home for it!! Bring your own table or display area. The meeting hall will be open by 10:30am that Saturday morning.

This is also the time to think about our election of officers to the board of directors. It is vital to our club that we have new officers. In a era that is constantly changing and producing new and better products, we also need to look forward to new and better ways. The survival of our club is only dependent on our resources, we need new members and income producing methods to survive and grow. It is in our best interest to help one another and share our combined knowledge. Volunteer to help or serve, Your wonderful talents deserve to be shared with the entire club membership.

Special dues offer

Club members paying dues up to three months early earn free club disks. See our membership chairman for details. Membership lotto is another good way to win a free years membership, just check with our membership chairman and if your name is in our secret envelope, you win one year free membership.

Applefest views

Applefest was a very busy time again this year. I can never plan well enough. I did attend more conferences this year and spend less time in the exhibit hall.

I tried to talk to all the software representatives and get their views on the state of the Apple II. There were a lot of opinions and it depended on who you talked to. For those with more than one product line (for the Mac or IBM) the general response was that they would wait and see what Apple was doing before they committed resources to the II series. This wait and see attitude is not shared by all developers, there were those who fully supported and expected to continue supporting the II series with software and other products. I believe that because of a very determined group of Apple II developers who have formed a group and have Apple's attention, there will be more response to the Apple II users. (See accompanying article)

If anything was evident at Applefest it was the amount of educational software and a real effort by the majority of vendors to dispel the ugly rumors that Apple has abandoned the II series of computers and its users.

It was very evident that Apple is very committed to providing a lot of support to the Apple II community. At the morning speakers meeting Jean-Louis Gassee demonstrated a new line of Apple II products for disabled computers users. The device is worn on the head, an infra-red light acts just like a mouse to activate files, a "Puff" tube will launch an application. So the person using it selects a program with the infra-red light and with a slight puff of air launchs the application. The on-screen keyboard allowed complete use of the computer, very impressive. Another Apple commitment is: They are not going to stop production of a section of the company that produces a Billion dollars in revenues. Apple, like a lot of companies, has recently been reorganizing and it appears that some very capable people are in position to benefit the company and provide product support the dedicated Apple user is asking for.

I was disappointed that Claris and other developers didn't bother to be at Applefest. There were fewer participants, and smaller product displays. The Apple Video Card seemed to be in use everywhere and CD Roms were the rage. There were those who did not appreciate Mac being there and were very vocal in their commitment to the Apple II line. I think it was a successful show and am looking forward to next year.

FREE-🍎🍎-FREE-🍎🍎-FREE

APPLEWORKS CLASS

TUESDAYS & THURSDAYS

6-9 PM

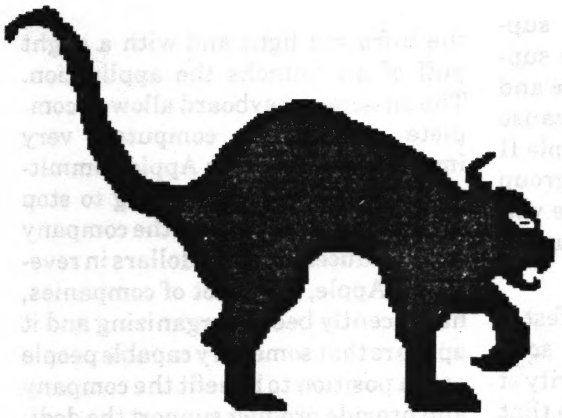
BEGINNERS/ADVANCED

WILSON MIDDLE SCHOOL

3838 ORANGE SAN DIEGO

(40th & El Cajon Blvd.)

Frans Guipen



SURVEY RESULTS.

Thanks to the individuals who took time to fill out our survey request forms. The results indicate where you feel the most emphasis should be placed. A few highlights are:

83% are Apple IIGS users

21% have hard drives.

58% use Imagewriter II

66% use name brand software

66% indicate a desire to learn more.

41% interest in programming

8% indicated interest in helping with club activities

66% want more software available

50% want classes on word processing

83% more Appleworks tips in newsletter

The survey results will be presented to the board of directors at the next meeting for discussion and action.

II at Work

A newspaper for and about Apple II Productivity, is free to qualified readers! II at Work is distributed free-of-charge to qualified readers. If you use an Apple II (or compatible) computer in you business or your profession, or for some other "productivity" applications send for your subscription. For more information write to "II at Work" P.O. Box 3200, Maple Glen, PA 19002 or call (215) 641-1825. This came to my attention at Applefest. If you are serious about supporting the software developers for the II series, you should get this paper.

APPLE DEVELOPERS

"Apple II developers, publishers and resellers have formed a new organization to support the Apple II, and to encourage Apple Computer Inc. to support and promote the Apple II product line. The new organization was formed on July 22nd at A2-Central's "Apple II Developer Conference" in Kansas City". This is the lead story in II at Work newspaper. I believe it shows the total dedication of Apple II developers, publishers and resellers to their product line and to its customers.

.....Apple II developers, publishers and resellers have formed a new organization to support the Apple II.....

At the Sunday Applefest meeting this temporary board of directors (Mark Simonsen, Roger Wagner, Tom Weissar, Barney Stone and Ron Lewin) reported that they had been able to sit down with Apple Computer representatives and felt they had taken a very large step in opening the lines of communication.

Three goals were proposed: to encourage Apple Computer to do a better job of marketing the Apple II; to investigate ways in which the group could promote the Apple II themselves; and to represent the needs and concerns of the Apple II developers in dealings with Apple Computer Inc. The main goal is marketing Apple II products.

Several topics were discussed, but it is evident that the group is commited to foster better relations with Apple Computer. The board of directors requested that "Apple Bashing" be kept to a minimum and both sides agreed to start off with a "clean slate" and work from the present and not try to deal with previous policies. Thanks to a group of fine folks, you will be the long term winners. Get out and support them. If you are serious about wanting the best II software and hardware produced; write, call, or visit Apple Computer Inc, II at Work and Apple software developers and let them know how you feel and they have your support. And let's put to rest the ugly rumor the Apple II is dead.

Applelink becomes America Online

Boy was I suprised when I signed on to Applelink and discovered that it was now America Online. Quantum Computer Services announced that it has changed the name of AppleLink Personal Edition to America Online. Officials state that the change is the result of a new "aggressive" marketing strategy, and a new working arrangement with Apple Computer.

Apple will no longer be involved in the day-to-day operation of the service but will continue to provide exclusive online product and marketing support.

Applefest America Online dispay was announcing that the Macintosh service was available to the public. By this time I'm sure that everyone is aware of the change and the fees charged. I for one am disappointed in the price changes, it means I'll have a monthly payment if I use the service or not. There are a lot of angry responses on the comment lines. I'll reserve judgement and see what new and great services come from this new relationship.

THE STATE OF THE APPLE //:

PROBLEMS AND PROMISE

"What is happening to the Apple //? Is it losing out to more advanced systems? Is there something basically wrong or lacking in its technology? Are third-party developers abandoning it because they don't like it anymore? Are the people who spend a billion dollars a year on Apple //'s making a big mistake?"

"The State of the Apple //" is a paper written by Barney Stone for the new Apple // third-party developer's association. It was presented to representatives from Apple Computer at a lunch meeting during the San Francisco '89 AppleFest between the board of directors of the association and Apple marketing and public relations people.

The purpose of the Apple // third-party developer's association is threefold: encourage Apple Computer to actively promote the Apple // to the general computer-buying market (not just K-8); promote the Apple // ourselves; and represent the needs and concerns of Apple // developers in dealings with Apple Computer.

Apple computer was obviously impressed with what the organization had to say. According to a message posted by Barney Stone on America Online's Across the Boards message area, "Actually, we ended up having two meetings. Apple requested a lunch meeting on Saturday with the board of directors of the new group. We met for nearly two hours, and I came away feeling pretty good about it. At a minimum, the Apple // developer community has opened a new channel of communications with Apple where none has existed for some time. Beyond that, there was a clear statement that Apple has no intention of throwing away a $1 billion per year piece of business, which is what the Apple // represents.

MEMBERSHIPS EXPIRING IN OCTOBER

DANE CAWTHON
NORMAN FOWLER
JOHN F. MATSCHINEGG
PATRICK S.MILLSAP
AL PIERCE
JIM RICHARDSON
STANLEY R. SMITH
DANNY WOJCIK
PAM WOODWARD
EDWARD YOUNG JR.

*** Pay your dues at the regular meeting --your name may be drawn for a years FREE membership.**

"I think that the people responsible for marketing the Apple // now have a better idea of what is going on out here in the "real world", and that they went back to Cupertino with a lot to think about. Perhaps the most positive indication that came out of the meeting was Apple's request for another meeting with us in the next 30-45 days. Cautious optimism is the order of the day."

Stone went on to say, "The Sunday open meeting also went well. The head of marketing for Apple USA, who was also at the lunch meeting, sat in the back of the room and listened as about 150 attendees politely expressed their views and ideas and told their horror stories. At the end of the meeting, he spoke for a few minutes, then stayed around to talk and listen to anyone who was interested.

"All told, it's hard to imagine how the two meetings could realistically have gone better. Considering that our organization is only a few weeks old (and doesn't even have a name yet!), I think we're doing great. If we can just keep the communications going, and convince Apple that the Apple // has the potential to grow far beyond that $1 billion a year, then perhaps "Apple // Forever" will be a little bit closer to reality, Stone concluded."

The complete text of "The State of the Apple //" is available for downloading from the Apple // Productivity Forum's (Keyword: APR) "New Files" section of its Software Library area.

- Marty Knight (AFL Marty) -

GS UPGRADE ?

A friend of mine just purchased a new Apple IIGS through Apple's special Teacher Buy program. What was offered and paid for was a 512k IIGS. However, she received a 1.25 meg IIGS. Our local dealer said Apple must have just started shipping them this way, they have not received any store-stock with the increased memory. Needless to say she was quite pleased. I loaned her several of my programs and we discovered that PaintWorks Gold and Print Shop GS will not load. Thinking that possibly her 3.5" drive's speed was not correct we used her drive and my disks with a different CPU, all worked fine. The dealer thought the problem was probably in the new, faster ROM chip. They called Broderbund, who said they were

aware of the problem and were working on a Print Shop GS patch, but gave no indications as to when the patch or updated disks would be available. Has anyone else experienced this problem and/or been provided any additional information from Apple, dealers, software publishers, etc? It is quite disheartening to plunk down a bundle of money on a new computer system, only to find some of its software 'biggies' will not work on it, and never once receive any warning or assurances from Apple. Any help or information will be greatly appreciated.

Compatibility

I think there are very few actual FEATURES of the enhanced GS that don't exist on the older machine. It has a few nifty things, like sticky-keys and auto-RAMdisk-resize, but it's basically the same machine.

Programs that were written FOLLOWING THE RULES will generally work without problems. However, Print Shop GS is one of the programs that cheats in some areas to do its tricks. PaintWorks Gold is another (it expects to have a LOT of memory available in a certain place, and if it's not there, it bombs). You'll find, however, that most well-written programs WILL work under System 5.0 and ROM 03. The programs that don't will, hopefully, get updates in the near future.

AWGS will not print from the DB Module

Apple did make some changes in the print manager that the Claris AWGS programmers hadn't anticipated, and printing from the DB module is one of the known problems. Claris simply says now that they are not 5.0 compatible, and Apple has released a memo to its dealers saying AWGS is not 5.0 compatible.

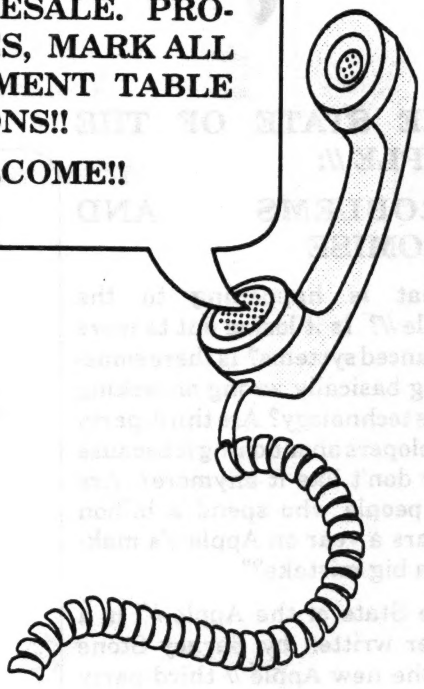
Claris's chief AWGS DB guru is aware of the problem and he's working hard to fix it.

ACSD-SWAPMEET

18 NOVEMBER

MEMBERS BRING ALL YOUR COMPUTER ITEMS FOR RESALE. PROVIDE YOUR OWN TABLES, MARK ALL ITEMS, OUR CONSIGNMENT TABLE WILL EXCEPT DONATIONS!!

TREATS ARE WELCOME!!



VIDCLIP SHIPS DEVELOPER TOOLKITS

FOR INTERACTIVE/MULTIMEDIA APPLICATIONS

Video Production Controls has released the first line of developer toolkits for interactive control of consumer-level videotape recorders. VPC is offering software drivers and cable necessary to communicate with consumer Sony VHS and 8 mm VCRs, camcorders, monitors and laserdisc players through the serial port on a Macintosh or Apple IIgs.

VidClip toolkits provide a variety of tools for the Apple IIgs, Macintosh or HyperCard developer to write interactive video and multimedia applications, including desktop video, videotape logging, retrieval, and assembly. With VidClip, all VCR functions are software controlled. A simple custom cable connects the computer directly to the remote port on the controlled device.

For the IIgs developer, the VidClip package includes APW OMF library routines, source calling examples and documentation, cable, and VidClip Remote, a sample NDA which controls a Sony SLV50 VHS or EVC3 8 mm VCR for logging and assembly. List price is $89.00.

For the Macintosh HyperCard developer, the VidClip Toolkit package includes XCMDs and XFCNs which allow full access to the Sony remote protocols. Cable, full documentation, and ClipKeeper, a logging and assembly stack, are included. List price is $199.00.

Both kits are available from VPC or the Apple Programmers and Developers Association (APDA).

PRACTICAL SOLUTIONS ANNOUNCES "TAILLESS" MOUSE

Practical Solutions has announced its plans to ship its new Cordless Mouse October 20, 1989. Compatible with all Macintosh and Apple IIgs computers, The Cordless Mouse utilizes infrared signal transmission to be operated from up to five feet away from its base receiver.

The Family Software Store
GRADUATE LTD.

The best prices in town with the most service!

New Products!

Orange Cherry Software for Apple GS
Weather - 48.00
Computer Video Reader: World of Nature -79.
(Video quality pictures on your GS!)
Orange Cherry Software for Apple II
Weather Science Set - 32.00
Adventures Around the World - 63.00
Hypermedia for the Apple II - TutorTech
(Call for a free demo disk)

Great Buys!

The Family Software Library is a bundle from Broderbund of **Bank St. Writer Plus, Where in the world is Carmen Sandiego?, & Type!** This is a excellent buy especially for new computer owner's looking o start their library of software. The suggested retail is 99.95 our usual discount would be 26% but for Club Members we are offering it for only 63.00

don't forget to preview!

BANNER ROLL PAPER IN WONDERFUL NEON COLORS 45 FT FOR 10.37

You will find us at 7341 Clairemont Mesa Blvd. #111, San Diego, (619) 569-5995
Located between 805 and 163 in the Independence Square Shopping Center
Tues.-Fri. 9 to 6 and Sat. 10 to 4

The Cordless Mouse eliminates the need for cables, while providing faster and smoother mouse movement.

The Cordless Mouse features a sleek, lightweight, contoured design allowing ease of use for both right-and left-handed operators. Using an 8-bit, 12 MHz CMOS CPU, The Cordless Mouse provides a high resolution of over 200 cpi and a tracking speed of up to 600 mm/sec. The Cordless Mouse also has an automatic shutoff to extend battery life (two "AAA" batteries required). No special gridplate or mousepad is necessary.

The Cordless Mouse will have a suggested retail price of $149.95.

Applied Ingenuity Products

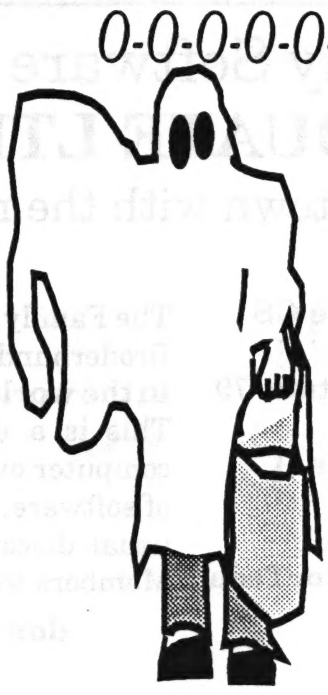
The entire range of Applied Ingenuity products are now available locally. The newest AI Representative is Michael Phelps, the only Applied Ingenuity sales representative in San Diego. Get **high-quality products** such as: the **InnerDrive** and **GS Juice Plus** at prices much lower than retail. Customer support provided for technical questions. The entire product line is covered by Applied Ingenuity's fabulous warranties and service policies.. Don't put off getting that little extra for your computer because now you can get all of these products for unprecedented prices!

Michael Phelps

3733 Bonita View Dr.
Bonita, CA 92002
(619) 479-5985

APPLEWORKS (V 3.0) - SPREADSHEET
(Downloaded from America Online)

NOTE: The testing of the product for this review was done on an Apple IIGS, with Applied Engineering 1.5 meg GSRam memory board. The product was tested from the 3.5 inch disk and with the product copied to a hard drive. The 5.25 inch disks were not available for review.



26 new functions:

A. Financial Functions:

1. @FV (Future Value)
2. @IRR (Internal Rate Of Return)
3. @PMT (Payment)
4. @PV (Present Value)
5. @RATE (Rate)
6. @TERM (Term)

B. Math And Trigonometric Functions

1. @ACOS (Arcosine)
2. @ASIN (Arcsine)
3. @ATAN (Arctangent)
4. @ATAN2 (Arctangent)
5. @COS (Cosine)
6. @DEG (Degree)
7. @EXP (Exponent)
8. @LN (Natural Logarithm)
9. @LOG (Logarithm)
10. @MOD (Modulo)
11. @PI (Pi = 3.1415927...)
12. @RAD (Radians)
13. @SIN (Sine)
14. @TAN (Tangent)

C. Logical Functions

1. @FALSE (False)
2. @ISBLANK (Is Blank)
3. @ISERROR (Is Error)
4. @ISNA (Not Available)
5. @NOT (Not)
6 @TRUE (True)

Version 3.0 can return "True" or "False" labels. This handling of labels as values now allows the user to write text strings as values for formulas.

CURSOR MOVEMENTS: (Open Apple - comma) moves to Column A and (Open Apple - period) moves to the last non-blank column;

COPYING

You can now use the clipboard to copy or move rows, blocks, or columns of cells between spreadsheets. Copying of spreadsheet data to a data base or word processing file is now easier and the final result is much more professional looking.

When copying groups of formulas, you can enter (Open Apple -N) for a No-Change and the function accomplished by the formula will remain the same as the original location, or enter (Open Apple - R) for all to be Relative. This will take the function and offset the cell references in the direction you are copying.

LARGER FILES

With extended memory: 9,999 rows times 127 columns (default width) = 1,269,873 empty cells.

PRINTING

If the spreadsheet will not fit on a single page, it will automatically be broken up into the number of columns that fit on one page and be printed. It then prints the next series of columns, and so on through the document. A little cut and paste will still be required.

SAMPLE FILES

Claris has provided some interesting and useful files with 3.0. These files were created by AppleWorks users and it shows.

FILES

Converting earlier version files to Version 3.0 was as simple as running the new version, opening the files, doing whatever modifications I needed to do, and saving them.

NOTE: Once you have converted an earlier version file to 3.0, it will not work on the old version!

SHOULD YOU BUY IT?

Is Appleworks 3.0 for you? If you are a version 1.3, 2.0, or 2.1 user, the low cost $79.00 upgrade is well worth the money spent. Even if you have Beagle Bros. products such as TimeOut ReportWriter (and any other TimeOut products) installed, you still may want to consider upgrading. If you are new to computing or are searching for a good overall "package", this might be the one you want. At a suggested retail price of $249.00, you are getting three fairly powerful and very useful programs. You can contact Claris at 800-628-2100, extension 100, for more ordering information.

FREE CLASSIFIED FOR ACSD MEMBERS

FREE CLASSIFIED FOR ACSD MEMBERS

FOR SALE

HYPERDRIVE: 20 Meg w/SCSI, top of line model, formatted with GSOS, (also have MAC software, books, boxes $750 OBO. IIc Monitor & stand in boxes $85 OBO. L. Bradford 449-5488

PRINTER: Apple imagewriter wide carrage printer $340.00. Apple IIC W/monitor $400.00. Ron 224-3087

WANTED

NEED: a two (2) meg memory card for a IIGS and a one (1) meg for a IIC. Does not have to have chips on. Call Editor 449-5488.

I would like to purchase, trade any Fontrix FontPak's that anyone has in their disk library, Keith (619) 748-7866

WILL TRADE

WILL TRADE

Here's my ad. Please place it in the following classification: (Circle one)

FOR SALE- --WILL TRADE- --WANTED- --PERSONAL

Name_____ Ph_____

Address_____

City_____ St_____ Zip_____

Mail To: ACSD PO BOX 87964, SAN DIEGO, CA 92138

PERSONAL

THE PERFECT GIFT for your computer-nut friends' birthday, etc. would be a gift membership with the ACSD.

PERSONAL

HAPPY "SWEET SIXTEEN" to Amanda. Hope you like your new IIE, now leave mine alone, Dad.

--Download surplus hardware that's taking up valuable space, or access this dbase to find what you've been looking for to build your own system.

--ACSD Members may place non-commercial ads of up to twenty words at no charge.

--Business ads and non-member rates are $5.00 for up to twenty words and 25 cents per word over twenty.

--Ads will be accepted only when accompanied by the form (or a photocopy), by mail, prepaid by check or money order.

--Ads must include a telephone number and a price if applicable.

--Editorial staff shall determine whether an ad is non-commerical, and reserves the right to reject any ad it determines to be illegal, immoral, or in poor taste.

--Free ads will be run on a space available basis in order received.

TO GET YOU STARTED...

we've made up some of our own for examples

AND, DON'T FORGET,

for commercial display advertising rates, give Leslie Bradford a call at 449-5488

AppleWorks Review - Clarification

Version 3.0 files used with version 2.0

(Downloaded for America Online)

When preparing for the AppleWorks Review, I discovered that files created with version 3.0 were not compatible with version 2.0. I did not feel that an in depth study of this fact was necessary, since reverse compatibility is not really common in the computer world. Based on a chance discovery of my own, as well as some appreciated EMail from AppleWorks users, I need to make the following clarification.

Version 3.0 features (real tabs in WP, new functions in the SS, etc.) seem to be the cause of the files not being compatible to version 2.0. When examining the applications prior to writing my reviews, I naturally utilized the new features of AppleWorks 3.0. This prevented version 2.0 from reading the 3.0 files. Later, after the chance discovery and EMail, I went back and created WP, SS, and DB files using none of the new features and 2.0 read the files successfully.

Version 2.0 will apparently read version 3.0 files *if* none of the new features of 3.0 are used.

Mathlesoft

by Michael Phelps

In this column, I will be discussing some Applesoft tips and secrets, and taking a look at some mathematical principles that can be analyzed, solved, or found with Applesoft's help. Call the programs what you like: ingenious, useful, informative, or trite; but the idea is for these programs to increase your Applesoft vocabulary and fluency, giving you complete confidence in being able to write a program to solve your latest mathematical question.

First, let's start off with a simple program. Prime numbers are numbers which have no positive factors except 1 and itself. Therefore, 2, 3, and 5 are all prime, but 4 and 6 are not. To write a program to find prime numbers, the program must be able to attempt to divide a number by other numbers and determine whether or not it is prime. Here is a sample program:

```
1 For t=3 to 20000
2 For x=2 to (t^.5):if t/x=int
  (t/x) then 10
3 Next
4 Print t
10 Next t
```

This program starts off by checking all numbers from 3 to 20000 to determine whether or not they are prime. This range may easily be adjusted to your preference. Next, line 2 starts a for/next loop from 2 to the square root of the number that we are currently testing. The reason we loop only to the square root is this is as far as we have to look for factors;

For example, 2 and 4 are pairs of factors for 8; 2 is less than the square root of 8, and 4 is greater. Since Applesoft has no square root command such as Pascal's SQRT, the square root is found by taking the number to the one-half power. (You can use this technique for any root: the nth root of x=x^(1/n).)

The if/then statement in line 2 checks to see if our number (T) is divisible by our current divisor (X). This is checked for by seeing if T/X is an integer, which means it would be equal to int(T/X). If it is, the for/next loop (the one with X as the counter variable) is abandoned and we loop T again. Notice that it is necessary to have the T after NEXT in line 10; if we simply typed NEXT without a variable, Applesoft would assume that we are doing it that standard way and looping the most current loop, but since we are completely abandoning the X loop and want to go back to the T loop, we need the variable after the NEXT.

X will loop until it reaches the square root of the number, and, if it has not found a factor at that point, execution will continue to line 5 where the number is printed, as it is a prime number. Then we continue with the for/next loop in line 1, checking the next number.

The program is surprisingly fast, mostly because we have eliminated all unnecessary looping by only going to the square root of the number and by immediately jumping out of the loop if the number is found to be composite (a factor was found).

The next program we will look at is a program that finds the prime factors of an inputted number:

```
1Home: Input"Number to be
factored:";NU
2 Print:Print
3 Half=Int(Nu/2):For t=2 to Half
4 If Nu/t=int(Nu/t) then print
"(";T;")"; :Nu=Nu/t:t=t-1:Fl=1
5 If Nu=1 then end
6 Next
7 If not Fl then print Nu;" is prime"
```

This program first asks the user for the number to be factored (line 1). Then it finds half (variable Half) of the inputted number in line 3 and starts a for/next loop (with t as the counter variable) from 2 to Half. Line 4 then checks to see if t divides evenly into the inputted number. If it does, then the current value of t is listed as a prime factor, the inputted number changes to the old value divided by t, 1 is subtracted from t, and Fl=1.

The reason for dividing by t is we pulled the factor t out of the number, Nu equals the old value of Nu divided by t. To illustrate this, suppose the user inputted 20 as the number to be

user inputted 20 as the number to be factored. The program would immediately find that 2 divides evenly into 20, so that 2 is taken out of 20, leaving the result of 10. This serves two purposes: to keep composite numbers out of the list of prime factors (if all of a composite number's prime factors are divided out of the inputted number, that composite number will no not divide evenly into the number), and the idea is that when the number is completely divided out, Nu will equal 1 and the program will detect this, in which case it will terminate, as there are no more prime factors.

Next, the old value of t becomes 1 less. This is an important step. Applesoft is a very forgiving language, as most languages will not allow any modifications of a counter variable. By decreasing t by one, when the FOR statement is executed again, the value of t is increased by one, as usual, but since we subtracted one from t, t ends up being the same value as it was before. This gives t a chance to divide through again. In our example above, the inputted 20 would be divided out by a 2, so Nu now equals 10, and 2 is tried again. 2 does divide evenly into 10, so the 2 is divided out of 10, so Nu equals 5. 2 is tried again, but this time cannot divide evenly into Nu, so 2 is not tried again, but rather the next number, 3, is. 3 does not divide evenly, so 4 is tried. 4 does not divide evenly. This is the whole purpose of dividing factors out and trying them again; had the variable Nu remained 20, 4 would work and would result in an incorrect answer, as 4 is a composite number. Thus, since 4 is unable to divide evenly, the program tries 5. 5 does divide evenly, so 5 is divided out of Nu, and since 5/5=1, the program now knows that it has found all the prime factors it ever will, and terminates. The resulting output for 20, then, is this: (2)(2)(5).

You will also note that a flag, Fl, is set to 1 if a number divides evenly. Fl is a flag that indicates if the inputted number is prime. Since running a program resets all numerical variables to zero, the value of Fl is zero unless it is changed to 1 as a result of a number being able to divide evenly. If Fl does not equal 1 (or any number other than zero, for that matter) at the end of the loop, line 7 detects this and prints the message "(the inputted number) is prime". The statement "If not Fl" may be interpreted as "If Fl is equal to zero". Similarly, the statement "If Fl" means "If Fl is not equal to zero".

Now you know how to find prime factors and prime numbers fast in Applesoft. These programs are pretty well optimized, requiring as few loops as possible, and therefore run faster than than they would if speed was not given that much attention. Next month look for how to write a program that accepts actual linear equations and solves for the variable, and how to write a program that computes the LCD (least common denominator) of an inputted number.

Important dates for future meeting!!

1989
28 October
18 November
16 December

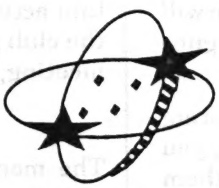
Be sure to mark down these important dates of upcoming meetings.

Dues lotto-

If your name appears in the September SAP in the "Expiring Membership" column and you attend the September meeting, you MAY be eligible for a free FREE FREE FREE ONE YEAR membership. You must check with the membership chairman

IIGS USERS

By now it seems that there are a lot of IIGS users and that a lot of the questions and answers are specific to those users.....We are looking for someone who has a IIGS who would be willing to bring it to a meeting. There is a sign up sheet at the reception desk. I am available to help anyone who has questions about the IIGS and some of the accessories.



Kasner Electronics

Computer Products Consultant
Electronic Design & Repair

TOM KASNER

10185 Autumnview Lane
San Diego, CA 92126
(619) 693-0330

MEETINGS

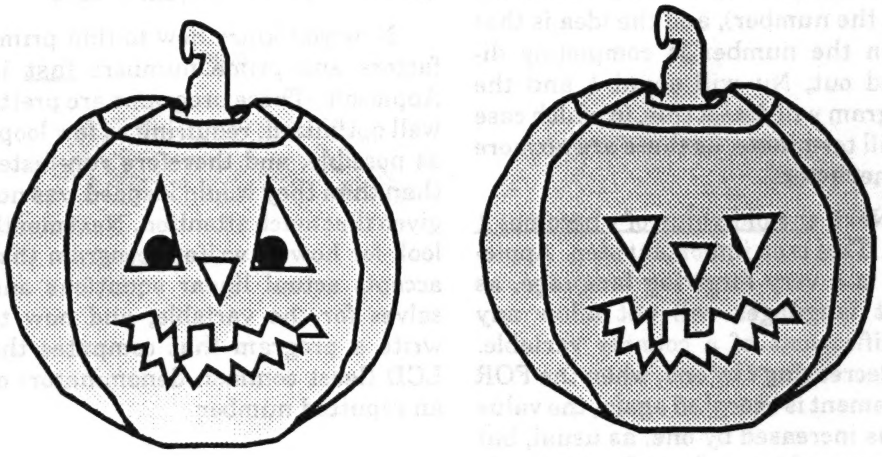
NORTH COUNTY APPLEHOLICS-meeting time 7:00pm first thursday of the month, Great American First Savings Bank (enter backdoor upstairs), 815 Mission Ave., Oceanside: Rainer Mueller 967-9100

NORTH SAN DIEGO APPLE CLUB-Meeting time 7:00pm First Thursdy of the month, Ericson Elementary School, 11174 Westonhill Dr., Mira Mesa: Bill Walker 579-9649 or Lee Dronick 695-1485.

SOUTH BAY APPLE USER GROUP Apple II users open forum. Meeting time 7:00 pm third Wednesday of the month, San Diego Academy, National City: Steve Palmore 475-2189 or Harry Bennett 475-0383.

SAN DIEGO COMPUTER SOCIETY

Meeting is on the third saturday of each month, ARC North Shores Center, 5095 Avineis Ave. Meeting times beginners tutorial Q&A 11:30 a.m.: Swap meet 12 noon: Communications Q&A 12:30 p.m.: General meeting 1:30 p.m. For more information call 549-3787



CONSIGNMENT TABLE

At each meeting there will be a table set up for Consignment merchandise. This is a service for members only provided by the ACSD and manned by Bert Wills. If you have any "new" or "experienced" Apple Computer products and software that you would like to sell this is the place to take them.

Set a price for your sale items including a 10% fee which will be donated to the Apple Corps for selling your items.

Here is the information you will need to give to Bert:

1. Name
2. Phone Number
3. Address
4. Asking amount for item

Bert will sell and collect the monies from the buyer. He will pay the consignee the total amount asked. The consignee in turn will pay the 10% fee to Bert for the service.

Items that have not been sold at the end of the meeting should be picked up by the consignee, and of course, you could bring them to the next meeting and try to sell them again if you like.

All items left on the table and not picked up at the end of the meeting will become the property of the Apple Corps of San Diego.

GENERAL ADDRESS

Apple Corps of San Diego
P. O. Box 87964
San Diego, CA 92138–7964

MEMBERSHIP INFORMATION

Individual dues are $20.00 An application may be found on the back cover of this issue. Handicap rates, half price.

MEMBERSHIP RENEWAL

Renewals should be paid the month before expiration to prevent missing an issue of the newsletter and to maintain active membership. Your dues should be mailed to the club post office box or paid in person at the general meeting, using the membership application.

LIBRARY DISK

The monthly 5-1/4" disk $2.00(Member) $5.00 (Non-member) if purchased at the meeting, add $1.00 for mail. There are currently seventy library disks with programs on both sides. We now have 3-1/2" disks at $3.00 (Members), $7.00 (Non-members) at the meetings add $1.00 for mail. Disks for the Apple IIGS are available. See George Pugh, disk Librarian.

BEAGLE BROS, INC
6215 Ferris Square, Suite 100
San Diego, Ca 92121 (619) 452-5500
Apple software for II,+,E,C,GS. Timeout series for AppleWorks and other superior products.

B & R COMPUTER SERVICES
P.O Box 7195
San Diego, CA 92107 (619) 225-8281
Apple/Mac computer, buy & sell
Rentals, Parts, Consulting.

ComputerMania
4877 Convoy St.
San Diego, CA 92111 (619) 565-7676
This store rents software. There is a membership fee. Here is a chance to try out software before purchasing.

Egghead Stores
4344 Convoy St. Suite B
San Diego, CA 92111 (619) 277-4020
7200 Parkway Dr. Suite 104
La Mesa, CA 92041 (619) 462-5747

Graduate, LTD
7341 Clairmont Mesa Blvd., Suite 111
San Diego, CA 92111
Specialize in educational software.

Kasner Electronics
10185 Autumnview Ln.
San Diego, CA 92126 (619)693-0331
Our favorite convenience store. Ask for a current price list of available products.

NEXO Distribution
8824 Golf Drive
Spring Valley, Ca 92077 (619)589-0081
Apple II & compatible peripherals.

R & R
1048 3rd Ave.
Chula Vista, CA 92010 (619)426-7011
Most software and computer supplies are marked at discounted prices.

Ribbons Unlimited
10845 Wheatlands Ave, Suite D
Santee, CA 92071 (619)258-0328.
Superior quality ribbons for all applications.

Glenn Russell
Apple II Series consultant: Apple trained technician. "A teacher for the Apple." (619) 583-9797.

Sun Computers
9005 Complex Dr.,
San Diego, CA 92123 (619) 565-1881
5200 Jackson Dr.,
La Mesa, CA 92041 (619) 462-8882
Both stores will honor a 25% discount off the suggested retail price of all merchandise in the stores if you present your current and paid-up-to-date ACSD membership card. Check with your salesperson to verify pricing before purchase.

SUN REMARKETING
P.O. BOX 4059, Logan UT, 1(800) 821-3221
Apple III+Keyboard upgrade kits. Apple parts of all kinds, hard to find parts.

ROGER WAGNER PUBLISHING, INC
1050 Pioneer Way, Suite P
El Cajon, CA 92020 (619) 442-0522
Home of HyperStudio, SoftSwitch and other excellent software for Apple.

Worswick Industries
4898 Ronson Ct., Suite H
San Diego, CA 92111 (619)571-5400
Custom computer cables

NEXT MEETING IS:
18 November 1989

Marketplace at the Grove
(formerly College Grove)
Freeway 94 and College Ave.
San Diego, California
Located on lower level, on the freeway side west of the "Sears Outlet Store"

10:30-12:00 Open Class
12:00-12:30 Business meeting
12:30-1:30 Speakers & Demos
1:30-2:00 Q & A.
2:00-3:00 General discussion

MEMBERSHIP

NAME_____

ADDRESS_____

CITY_____

STATE_____ ZIP_____

NEW MEMBER: YES___ RENEWAL_____

DATE_____ PHONE_____

PLEASE ENCLOSE $20.00 WITH APPLICATION
MAIL TO: ACSD (MEMBERSHIP)
P.O. BOX 87964
SAN DIEGO, CA 92138

APPLE CORPS OF SAN DIEGO

P. O. BOX 87964

SAN DIEGO, CA 92138

ADDRESS CORRECTION REQUESTED

BULK RATE
U. S. POSTAGE
PAID
SAN DIEGO, CA 92138
PERMIT NO. 993

COMPLIMENTARY

ROGER WAGNER
1050 PIONEER WAY, STE. P
EL CAJON, CA 92020